Changes to the AppleMouse II User's Manual

This document describes additions and corrections to the *AppleMouse II User's Manual.*

Hooking It Up

In some cases, the AppleMouse panel connector (Figures 2-1 and 2-5 in the AppleMouse manual) comes in two parts: the metal connector itself, and a separate nutplate (Figure A of this document). The nutplate may be packaged in the clear plastic accessory bag with the boxlike cable clamp.

If these two parts are separate, fit the nutplate over the back side of the metal connector. (The back side is where the wires come out.) The smooth side of the nutplate goes against the connector. The nutplate should go on easily and fit exactly (Figure A).

Now follow the installation instructions in the manual, modified as explained here.

If you have an Apple IIe, change step 3 (on page 4 in the manual): hold the nutplate against the back of the metal connector as you thread one of the two jack screws through the connector hole into the nutplate (Figure B).

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Figure A. *Fitting Nutplate to Back of Connector*

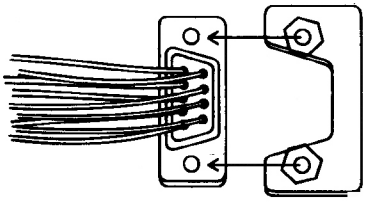
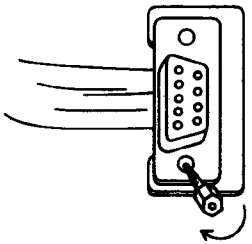


Figure B. *Threading a Jack Screw Through Connector and Into Nutplate*



If you have an Apple II or II Plus, change step 5 (on page 7 in the manual): hold the nutplate against the back of the metal connector as you insert the two jack screws through both the cable clamp and the connector, and thread them into the nutplate.

Printing Pictures with MousePaint

MousePaint will print screen pictures directly on an Apple Dot Matrix Printer connected to an Apple Parallel Interface Card, or on an Apple Imagewriter printer connected to an Apple Super Serial Card. If you have a different type of printer or interface card, MousePaint may not print directly to your printer. If this is the case, you can still print your pictures by first saving your picture to a disk file (see Chapter 3 of the *AppleMouse II User's Manual*), and then using a program that prints screen images on your type of printer. Such programs are furnished as an accessory with many manufacturers' printers.

To work properly with MousePaint, your Apple printer and interface card must have their switches set correctly, as explained in the following subsections.

Apple Dot Matrix Printer

To use an Apple Dot Matrix Printer (DMP) with MousePaint, set the printer's switches as shown in Table 1. If you are not already familiar with how to set switches on the DMP, refer to manual that came with the printer.

Table 1. *DMP Switch Settings*

SW1

Switch:	1	2	3	4	5	6	7	8
Setting:	either	either	either	open	closed	closed	closed	open

SW2

Switch:	1	2	3	4	5	6	7	8
Setting:	open	closed	either	either	open	closed	closed	open

If you are using the Apple II Parallel Interface Card (PIC) with the printer, set the PIC switches as shown in Table 2. If you are not already familiar with how to set switches on the PIC, refer to Chapter 1 of the *Parallel Interface Card Installation and Operating Manual.*

Table 2. *Parallel Interface Card Switch Settings*

Switch:	1	2	3	4	5	6	7
Setting:	OFF	OFF	OFF	ON	ON	OFF	OFF

Apple Imagewriter

To use an Apple Imagewriter with MousePaint, set the printer's switches as shown in Table 3. If you are not already familiar with how to set switches on the Imagewriter, refer to Chapter 4 of the *Apple Imagewriter User's Manual.*

Table 3. Imagewriter Switch Settings

SW1

Switch:	1	2	3	4	5	6	7	8
Setting:	Open	Open	Open	Open	Closed	Closed	Open	Open

SW2

Switch:	1	2	3	4
Setting:	Closed	Closed	Open	Open

If you have connected the Imagewriter using an Apple Super Serial Card (SSC), set the SSC switches as shown in Table 4.

For general information about how to set SSC switches, refer to Chapter 2 of the *Super Serial Card Installation and Operating Manual.*

Table 4. *Super Serial Card Switch Settings*

SW1

Switch:	1	2	3	4	5	6	7
Setting:	OFF	OFF	OFF	ON	OFF	ON	ON

SW2

Switch:	1	2	3	4	5	6	7
Setting:	ON	OFF	OFF	ON	ON	OFF	OFF

Running MousePaint on an Apple II

MousePaint will run on any Apple IIe, and on any Apple II or II Plus that has 64K bytes of memory. However, the disk with the self-guiding introduction to the Mouse will operate only on an Apple II series computer that has the Applesoft BASIC Interpreter ROM and the Autostart ROM.

If your computer has the Integer BASIC ROM or the old Monitor ROM, the Introduction will not appear when you start up the MousePaint disk; instead, the MousePaint drawing program will appear and operate as described in Chapter 3 of the *AppleMouse II User's Manual.*

Mouse Interrupts

Appendix B of the *AppleMouse II User's Manual* describes how to use mouse firmware. However, it does not explain how to make sure your program works with interrupts, should they occur. Your program should take these steps:

1. Always disable interrupts (with an SEI instruction) before calling mouse firmware.
2. Transfer information returned by mouse routine calls into RAM locations before re-enabling interrupts (with a CLI instruction).

The sample program at the end of Appendix B does not demonstrate this technique.

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031-0391-B